1. **Introduction**

Technology is prevalent in today’s world. With guidance, technology can provide children with opportunities to help with their cognitive, social emotional, physical and linguistic development.

1. **Types of Technology/Media**

Technology Tools

Broad-range of digital devices (computers, tablets, multi-touch screens, interactive whiteboards, mobile devices, cameras, DVD and music players, electronic toys, audio recorders, e-book readers and other older devices, such as VCRs, record and cassette players, light tables, projectors and microscopes)

Interactive Media

digital and analog materials (software, applications, broadcasting and streaming media, e-books, internet, some children’s television programming)

Non-interactive Media

videos, DVDs, some television programs and other streaming media.

1. **Issues/Concerns**

Whether or not children should be exposed to technology and screen media in early childhood programs.

Non-interactive media should not be used in early childhood programs.

* Obesity

Too much “screen time”; amount of “screen time” should be limited

* Children under 2 - use is completely discouraged
* Children over 2 – 1 to 2 hours total per day
  + Half-day programs – 30 minutes
  + Full-day programs – less than 1 hour

Technology – used inappropriately; using technology in a passive and/or non-developmental appropriate way.

Conflicting evidence on the effects of using technology in other areas of child development

* Possible negative outcomes: irregular sleep patterns, behavioral issues, focus and attention problems, decreased academic performance, negative impact on socialization and language development, and an increase in the amount of time young children spend in front of screens.

1. **NAEYC and the Fred Rogers Center**

Upon careful consideration of the child development and health concerns of children, NAEYC and the Fred Rogers Center worked together to develop a position statement on technology and interactive media tools.

1. **About NAEYC**

NAEYC (National Association for the Education of the Young Child) is a professional organization that promotes excellence in early childhood education.

This organization’s main goals are as follows:

* “Improving professional practice and working conditions in early childhood education.”
* “Supporting early childhood programs by working to achieve a high-quality system of early childhood education.”
* Building a high-performing, inclusive organization of groups and individuals who are committed to promoting excellence in early childhood education for all young children.

<http://www.naeyc.org/about/mission>

[National Association for the Education of Young Children | NAEYC](http://www.naeyc.org/)

1. **About the Fred Rogers Center**

The Fred Rogers Center acts as a national and international resource for addressing emerging issues for and building bridges between early learning and children’s media. This center follows/communicates Mr. Rogers’ own belief in the positive possibilities of television and media for supporting the growth of children, birth to age 5 – socially, emotionally, cognitively, and physically.



1. **Position Statement & Principles – NAEYC and the Fred Rogers Center**

“Technology and interactive media are tools that can promote effective learning and development when they are used intentionally by early childhood educators, within the framework of developmentally appropriate practice, to support learning goals established for individual children.”

Technology and interactive media should not be harmful to children and use of such tools should be monitored.

Developmentally appropriate practices must guide early childhood educators in making professional judgments about whether and when to use these technologies and what media should be used.

Technology/media should be hands-on, active, engaging and empowering, give the child control, provide scaffolding to allow the child to easily accomplish tasks and should be used as one of many options to support the child’s learning.

When a child works with technology /media, it should be playful and should support his/her exploration, active play, pretend play, creativity and participation in outdoor activities.

More research is needed to determine and better understand any long-term and short-term effects.

1. **Conclusion**

When used appropriately, technology and media can enhance the cognitive and social abilities of young children.